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ABSTRACT OF ~~ABSTRACT~~
THE DISCLOSURE

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1 The present invention comprises a buffer memory 103 for storing compressed texture data and a high-speed texture buffer 104 for storing a part of texture data after executing decompression, so that when necessary texture data does not exist in the texture buffer 104, the texture data in the texture buffer 104 is updated by reading the texture data from the buffer memory 103, decompressing and writing the texture data to the texture buffer 104.